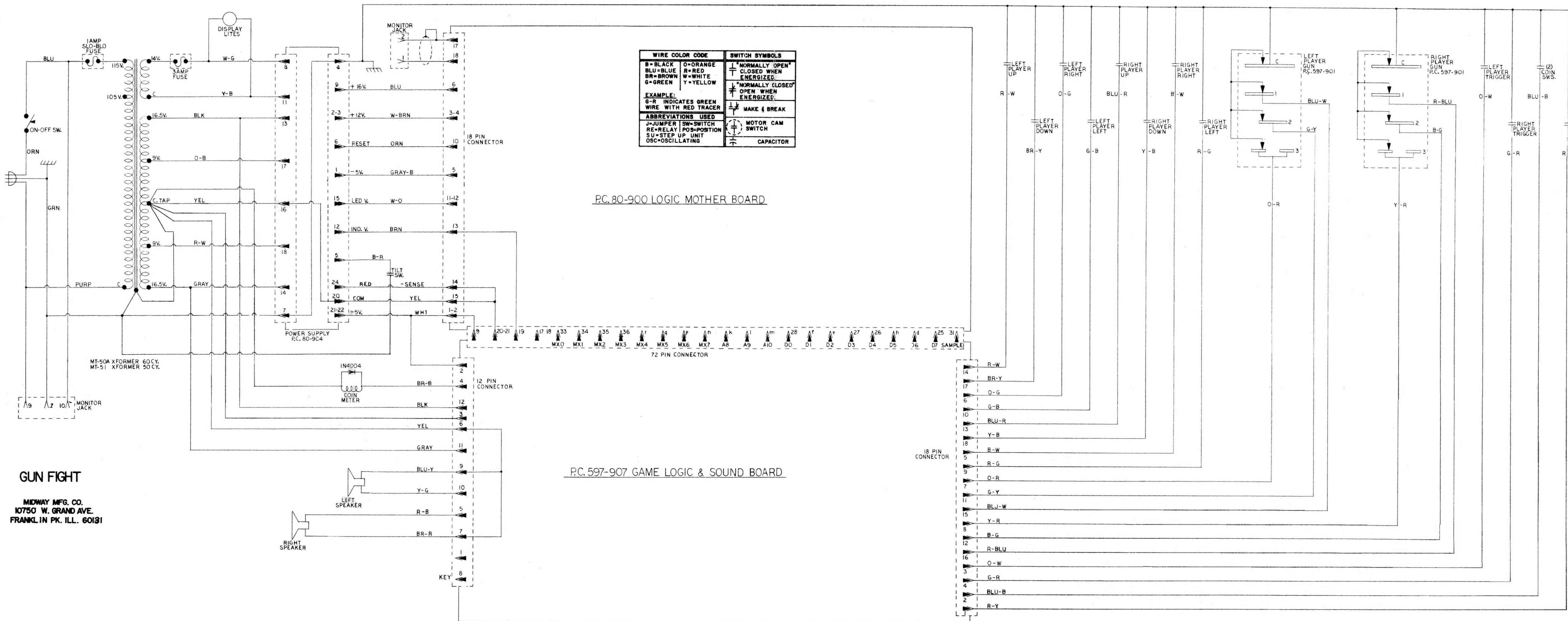


\*NOTE: PLAY SWS, INDICATE DIRECTION OF CHARACTER



WIRE COLOR CODE		SWITCH SYMBOLS	
B=BLACK	O=ORANGE		*NORMALLY OPEN*
BLU=BLUE	R=RED		CLOSED WHEN ENERGIZED
BR=BROWN	W=WHITE		*NORMALLY CLOSED*
G=GREEN	Y=YELLOW		OPEN WHEN ENERGIZED
EXAMPLE: G-R INDICATES GREEN WIRE WITH RED TRACER			MAKE & BREAK
ABBREVIATIONS USED			MOTOR CAM SWITCH
J=JUMPER	SW=SWITCH		CAPACITOR
RE=RELAY	POS=POSITION		
SU=STEP UP UNIT	OSC=OSCILLATING		

PC.80-900 LOGIC MOTHER BOARD

PC.597-907 GAME LOGIC & SOUND BOARD

GUN FIGHT  
MIDWAY MFG. CO.  
10750 W. GRAND AVE.  
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